

### THE ODIN MARKER

By playing the Odin card that allows it, a player can place the Odin marker to block movement of his opponent's raven. The following describes the ways a player can remove such a blockade:

- ◆ The player plays the Odin card that allows him to place the Odin marker on an empty land space and moves it out of his raven's way.
- ◆ The player plays **one extra** flight card of the land type where the marker stands.



*For example, the Odin marker stands on a mountain space directly in front of his raven. The player plays 2 mountain flight cards, sets the marker to the side of the flight path, and moves his raven to the mountain space.*

If the marker stands on the first of a group of the same land type, the raven is moved to the last space in that group.

- ◆ A player may play 1 flight card of the appropriate land type (in the example: mountain), and 2 of another land type as a **joker** (for example: forest).
- ◆ A player could also play two sets of **jokers** instead of the appropriate land type cards. A very expensive solution!  
*For example, the player could play two forest and two water flight cards to remove the Odin marker from a mountain land space in front of his raven and move his raven to it.*

### LENGTHENING OF FLIGHT PATHS

At the end of his turn, a player **may** lengthen the flight paths by one land card if he chooses. He draws the top-most land card from the supply and places it at the end of the flight paths in either of the two possible orientations. He may, unlike in the preparation, place the land card so that two land types of the same type are adjacent. Thus, in combination with the Odin card

that allows lengthening of the flight paths, a player may place up to three new land cards in a turn. If the flight path becomes too long for the table, remove land cards the ravens have already passed and put them face down under the land card stack. Because of the Odin card that allows players to move ravens backwards, always leave two empty land cards behind the last raven when removing land cards.

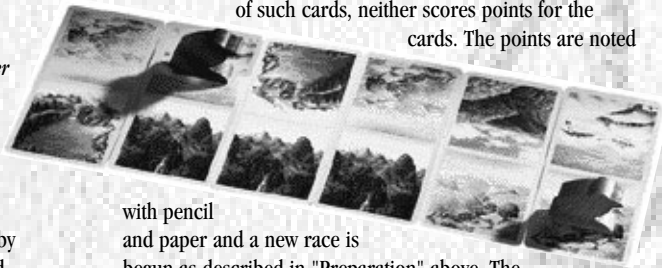
### END OF A PLAYER'S TURN

A player ends his turn by drawing cards from his card supply to return his hand size to five cards. Now it is his opponent's turn.

### END OF A RACE

When a player's raven reaches the end of the flight path, the race is over.

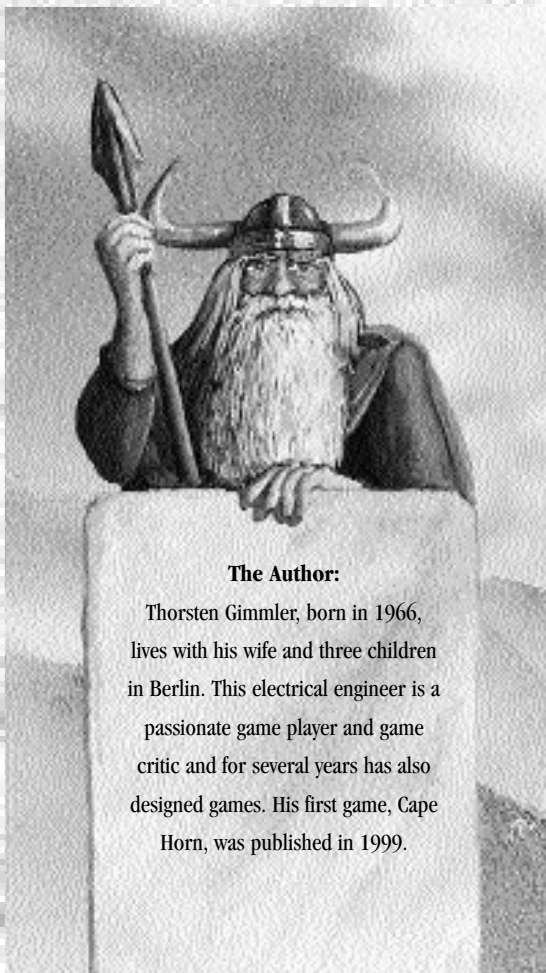
- ◆ The player, who reached the end, scores points for the number of spaces he finished in front of the other raven.  
*In the example below, the gray player scores 4 points.*
- ◆ The player, who has played the most cards to the magic way card, scores 3 points. If both players have the same number of such cards, neither scores points for the cards. The points are noted



with pencil and paper and a new race is begun as described in "Preparation" above. The starting player for the new race is the player with the fewest points. If the players are tied, the player who finished the last race first begins the new race.

## GAME END

The game ends when a player has 12 or more points after the end of a race. This player is the winner! If the players are tied at game end, the winner is the player who finished the last race.



### The Author:

Thorsten Gimmler, born in 1966, lives with his wife and three children in Berlin. This electrical engineer is a passionate game player and game critic and for several years has also designed games. His first game, Cape Horn, was published in 1999.

**Development:** TM-Spiele

**Illustration:** Andreas Steiner

**Graphics:** Pohl & Rick

**Photo:** Dirk Hoffmann

**English translation:**

Anna & Jay Tummelson

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Rio Grande Games

PO Box 45715

Rio Rancho, NM 87174

USA

Web: [www.riograndegames.com](http://www.riograndegames.com)

e-mail: [RioGames@aol.com](mailto:RioGames@aol.com)

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G A M E R U L E S

# Odin's Ravens

Exciting flying races for two clever ravens aged 10 and up

## OVERVIEW

Each morning, Odin, the father of the Gods, sends his two ravens: Hugin and Mugin out into the world to watch over the land. The players play cards to move the feathered spies along their way over the various lands of the northern hemisphere. To move the ravens, the players must play appropriate flight cards from their hands. They also can use cards from Odin himself to aid the ravens. With skillful use of the cards, a player can move his raven quickly over the land and win the race.

## GOAL

The first player to score 12 points over several races is the winner.

## CONTENTS

40 land cards  
(each with 2 land spaces)



50 flight cards  
(with 2 different backs)



16 Odin cards  
(with 2 different backs)



6 magic way cards

1 Odin marker

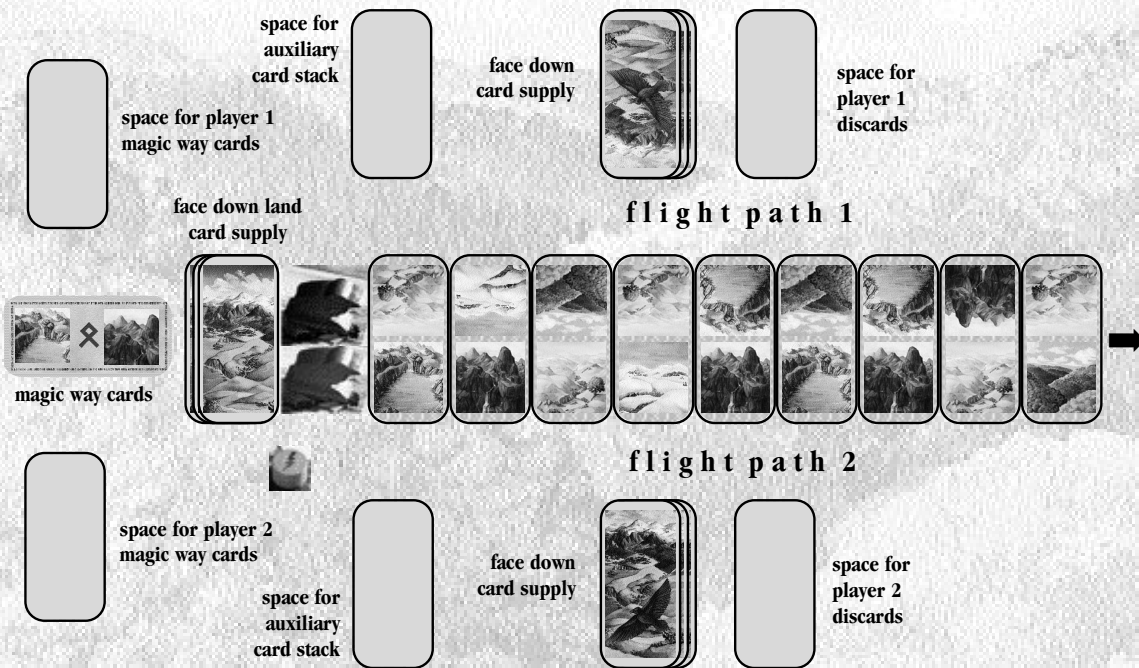


2 ravens

**PREPARATION**

- ◆ Shuffle the land cards face down and lay out **nine** cards face up between the two players as shown below. The cards represent two flight paths, one for each raven. When laying the cards, if two adjacent land **spaces** are the same on a path, rotate the land card 180 degrees to change the land spaces. If there are still two adjacent land spaces of the same kind, place the card face down under the stack and continue with a new card.
- ◆ The players place their ravens next to each other in front of the land cards, each in front of one of the flight paths. These are the ravens' flight paths and each flies only his own path.
- ◆ Place the remaining land cards face down next to the ravens as a supply.
- ◆ Shuffle the magic way cards face down, turn one face up and place it on top of the face down magic way cards.
- ◆ Place the Odin marker nearby.
- ◆ Each player takes 33 cards of the same color (25 flight cards and 8 Odin cards) and shuffles them together. Each places the cards face down before himself as his card supply. Each player draws **five** cards from his supply as his starting hand. The players keep their cards secret from each other.
- ◆ The youngest player starts and the players alternate turns thereafter.

**The playing area after setup**



## PLAYING THE GAME

On his turn, a player may play up to **three** cards from his hand **and** up to **three** cards from his face down auxiliary card stack. At the beginning, the auxiliary card stacks are empty, but will be built by the players during the game.

In a player's turn, he may take several actions. He may take each action once or several times. Each action requires the player to use a card from his hand or auxiliary card stack.

### The possible actions:

- ◆ Place a card from his hand face down on top of his auxiliary card stack, adding to it.
- ◆ Play a flight card from his hand or his auxiliary card stack to move his raven on its flight path.
- ◆ Play a flight card from his hand or his auxiliary card stack to take the top-most magic way card.
- ◆ Play an Odin card from his hand or his auxiliary card stack to take **one** of the actions on the card.

## THE AUXILIARY CARD STACK

At the beginning of the game, neither player has an auxiliary card stack; the players will build these during the game. To do this, the players place cards face down on their own auxiliary card stacks. The players must take care to keep their auxiliary card stacks separate from their card supplies. It is completely up to each player when and what he places in his auxiliary card stack. There is no limit to the number of cards a player may have in his auxiliary card stack.

On each turn, a player may play up to three cards from his auxiliary card stack, thus expanding his play options. However, the order of play for auxiliary cards is fixed. A player must always play the top-most card from the auxiliary card stack. A player may look at the cards in his auxiliary card stack at any time, but may not change their order.

## RAVEN FLIGHT

To move his raven, a player plays a flight card that shows the same land type as the next land space in front of his raven on his raven's flight path.

*For example, if the next land space in front of a raven is a mountain, the player must play a mountain flight card. Then, he moves his raven to the mountain land space.*



If there are a group of land spaces of the same type adjacent to each other in front of a raven (for example, two mountains), the player moves the raven over all these land spaces placing him on the last one in the group.

*Here, the player plays a mountain flight card and moves his raven 2 land spaces to the second mountain space.*



With some luck and clever use of his Odin cards, a player can arrange for three or more land spaces of the same type to be in a group and then move his raven quickly over these land spaces.

If a player has no flight cards that match the land space in front of his raven, he may play 2 flight cards of the same type as a **joker** to move his raven. *Here, a player plays 2 forest flight cards to move his raven to the mountain land space.*



When using a **joker**, if there are several land spaces of the same type in a group, the player moves his raven over all these land spaces placing it on the last in the group.

The player can play the appropriate flight cards from his hand (from which he can choose freely) or from his auxiliary card stack (from which he must use the top-most card). If the player plays two of the same flight card as a **joker**, he can play both from his hand, one from his hand and one from the auxiliary card stack (if it is the top-most), or both from the auxiliary card stack (if they are the two top-most cards).

Players place played cards face up in their discard stack. If a player's card supply is exhausted, he shuffles his discard stack and places it face down as a new card supply.

### THE MAGIC WAY

The six magic way cards show either two land types or one land type and a picture of Odin. At the beginning of each race, one of the cards is face up on the magic card stack.

At the end of a race, the player who has played the most cards to the face up magic way card earns bonus points. To play a card to the magic way card, a player must play a flight card without moving his raven or an Odin card without taking its action. The card played must match one of the two pictures on the magic way card (an Odin card matches the picture of Odin). The card may come from the player's hand or from his auxiliary card stack (top-most card). When a player plays a card to the face up magic way card, he places it face up next to the magic way card.



**Example:** at the beginning of the game, the magic way card shows Odin and a mountain. Either player may play to the card by playing any Odin card or a mountain flight card.

The player places the card played face up in the space he reserved for magic way cards. The players should overlap the cards they play to the magic way card so that they can see how many each has.

### THE ODIN CARDS

When a player plays an Odin card, he chooses which of the two actions to take, reads the text for that action aloud, and takes the action. Then, he places the Odin card face up on his discard stack. The Odin card may come from the player's hand or the top-most card of his auxiliary stack.

**Tip:** there are only four different Odin cards. Before the first game, players should read the text on these cards to familiarize themselves with the actions on the cards.



### The following refer to the actions on the Odin cards:

- ◆ When a raven is moved 1 space forward or backwards, it is only moved 1 space. The raven is not moved extra spaces if there is a group of several spaces of the same land type.
- ◆ An empty land space is one which has no raven (yours or your opponent's) and no Odin marker.
- ◆ When a player swaps two land cards, he switches their places on the flight path **without** turning them.
- ◆ When a player removes a landscape card (land card) from the flight path, the path is shortened. He places the card face down under the land card stack and moves the remaining cards on the flight path together so they are adjacent to each other.

### DISCARDING CARDS FOR NO EFFECT

A player may place a card from his hand or the top-most card from his auxiliary card stack on his discard stack without effect if he wishes. This does count as one of his card plays for his turn.